

1. In a computer system having a display, a mouse, and a keyboard, a computer-readable medium having computer-executable instructions for performing steps comprising:

~~identifying at least one focus application as having a current keyboard focus, the current keyboard focus such that keyboard messages indicative of keyboard activity are sent to the focus application;~~

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sending the command to the focus application;

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message, se

4. The computer-readable medium of claim 1 wherein the mouse message is indicative of a button on the mouse being depressed.

5. The computer-readable medium of claim 4 wherein the command causes the focus application to undo a

6. The computer-readable medium of claim 4 wherein the command causes the focus application to page downward through a displayed document.

8. The computer-readable medium of claim 7 wherein the command is in the form of at least one keyboard message representing at least one activity of a key on the keyboard.

9. The computer-readable medium of claim 1 wherein the mouse message is indicative of a button on the mouse being depressed and the command causes the focus application to repeat a function that was previously undone by the focus application.

10. The computer-readable medium of claim 1 wherein the mouse message is indicative of a button on the mouse being depressed and wherein the command causes the focus application to page upward through a displayed document.

11. The computer-readable medium of claim 4 wherein the focus application is an Internet browser and the command causes the Internet browser to page forward to display a previously displayed Internet page.

2. The computer-readable medium of claim 1, wherein the command is in the form of at least one message representing at least one activation of the keyboard.

3. The computer-readable medium of claim 1, wherein the computer-executable instructions perform the following further steps comprising:

- before converting the mouse message into a command for the focus application, determining if a graphical user interface is associated with the mouse message;
- if a graphical user interface is associated with the mouse message and focus application, displaying the graphical user interface instead of converting the mouse message into a command for the focus application;
- waiting for the user to select an item in the graphical user interface;
- converting the selected item into a command for the focus application; and
- sending the command to the focus application.

4. The computer-readable medium of claim 1, wherein the graphical user interface is a pie menu.

5. The computer-readable medium of claim 1, wherein the computer-executable instructions perform the following further steps comprising:

- before displaying the graphical user interface, waiting for a period of time;
- receiving a second mouse message;

before converting the mouse message into a command for the focus application, determining if a graphical user interface is associated with the mouse message and focus application;

if a graphical user interface is associated with the mouse message and focus application, displaying the graphical user interface instead of converting the mouse message into a command for the focus application;

waiting for the user to select an item displayed in the graphical user interface;

converting the selected item into a command for the focus application; and

sending the command to the focus application.

15. The computer-readable medium of claim 13 having computer-executable instructions for performing further steps comprising:

before displaying the graphical user interface,  
waiting for a period of time;  
receiving a second mouse message during the

period of time; and  
combining the mouse message and the second mouse  
message to identify a command for the focus  
application instead of displaying the  
graphical user interface; and  
sending the command to the focus application.

16. The computer-readable medium of claim 15 wherein  
the mouse message and the second mouse message are  
combined by comparing the position of the mouse given  
by the second mouse message to the position of the  
mouse given by the mouse message to produce a change  
in mouse position.

17. The computer-readable medium of claim 16 wherein  
the command is identified by comparing the change in  
mouse position to a change in mouse position required  
to select an item displayed in the graphical user  
interface when the graphical user interface is  
displayed.

18. The computer-readable medium of claim 17 wherein  
the graphical user interface is a pie menu.

19. In a computer system capable of executing  
instructions and generating images on a display, a  
mouse and a computer-readable medium having computer-  
executable instructions for performing steps  
comprising:

generating at least one of five mouse input  
values, each mouse input value capable of  
having one of two states;

executing an application that displays document  
pages in a temporally serial manner on a



performing further steps comprising:

generating a second mouse input value;  
identifying when the second mouse input value is  
in the first state; and  
causing the application to replace a currently  
displayed document page with a second  
previously displayed document page based in  
part on the second mouse input value being  
in the first state, the second previously  
displayed document page originally displayed  
after a currently displayed document page.

25. A computer-readable medium having stored thereon  
a data structure generated by a mouse, the data  
structure comprising:

a first eight-bit byte having a first bit  
indicative of the state of a first button of  
the mouse, a second bit indicative of the  
state of a second button of the mouse, a  
third bit indicative of the state of a third  
button of the mouse, a fourth bit set to  
one, a fifth bit indicative of the direction  
of movement of the mouse along a first line,  
a sixth bit indicative of the direction of  
movement of the mouse along a second line  
perpendicular to the first line, a seventh  
bit indicative of an overflow condition  
related to the distance the mouse moved  
along the first line, and an eighth bit  
indicative of an overflow condition related  
to the distance the mouse moved along the  
second line;

a second eight-bit byte that together with the  
fifth bit of the first eight-bit byte

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a third eight-bit byte that together with the sixth bit of the first eight-bit byte represents the distance the mouse moved along the second line, the third eight-bit byte containing all ones when the eighth bit of the first eight-bit byte is one and the sixth bit of first eight-bit byte is zero; and

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the mouse driver receiving a mouse identification
    from the mouse;
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the mouse driver passing at least one command to the mouse to activate a fourth button of the four buttons; and

the mouse activating the fourth button based on

the at least one command.

27. The method of claim 26 wherein the at least one command comprises a plurality of functional commands, each functional command when sent alone having a function separate from activating the fourth button.

28. The method of claim 26 further comprising steps of:

the mouse driver determining if the mouse has a wheel based on the mouse identification;  
the mouse driver passing at least one command to the mouse to activate the wheel; and  
the mouse activating the wheel.

29. The method of claim 26 wherein the mouse has at least five buttons and wherein based on the at least one command the mouse activates at least a fourth button and a fifth button.

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